# EECS 472 Project Proposal

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## Description

I plan to design and implement a NetLogo model of an online social network similar to twitter or blog.

## What we can learn

From this model, we can learn how message and news are spread in the online social network. These days, the online social network has become a very important channel to spread news. Different from traditional news media, in online social network, everyone can be the creator of news. We have seen the power of online social network in many big events like London Olympics and Boston Bombing case.

## How to implement

What agents?

    The agents will be people in my model. Initially each people have few followers.

How many types?

    We can design two models. In one model everyone is equal and perform the same. In another model, there are two types of people—normal people and celebrity. For celebrity, their news has higher chance to be transmitted (twittered).

What are the interactions?

    Randomly one people create news. His follower will be able to receive the news. If his followers think the news is interesting, he or she will transmit the news again. If a people read news created from one that is following and think that news is interesting, he will follow the creator of that news. This is how social network being expand.

    Similar to the real world, News has timeliness. News will be expired after certain amount of that. We call it cycle. After one cycle, new news will be created.

What kind of measures?

    I will measure how many people read that news in each cycle

## Rationale

Temporarily, I think I can use BehaviorSpace to perform an experiment of this model.